

EAST Search History (Interference)

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L45	3	((((radiance\$4 with transfer\$4) with accumulat\$4) same (sampl\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:26
L46	1	((((radiance\$4 near3 transfer\$4) with direct\$4) with ((accumulat\$4) with direct\$4 with sample with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:26
L47	1	((((radiance\$4 near3 transfer\$4) with direct\$4) with ((accumulat\$4) with direct\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:27
L48	0	((((radiance\$4 with transfer\$4) with coefficient\$4) with ((accumulat\$4) with direct\$4 with sampl\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:35
L49	0	((((radiance\$4 with transfer\$4) with coefficient\$4) with ((set or group or collect\$4 or gather\$4) with sampl\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:35
L50	0	((((radiance\$4 with transfer\$4) with iterat\$4 with (direction)) same (sampl\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:36
L51	3	((((radiance\$4 with transfer\$4) with (direction)) same (sampl\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:36
L52	32	position with (point or pixel or voxel) with texture with (map or mapped or mapping or mapp\$4).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:36
L53	1	((graphics with (hardware or process\$4)) or "GPU") same ((radiance\$4 with transfer\$4) with (summat\$4 or accumulat\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:36
L54	1	((graphics with (hardware or process\$4)) or "GPU") same ((radiance\$4 with transfer\$4) with (summat\$4 or accumulat\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:36
L55	2	((radiance\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) with (surfac\$4 or mesh or lattic\$4) with sampl\$4) same (object or polygon\$4 or shape or primitiv\$4)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:37
L56	2	((radiance\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) same ((surfac\$4 or mesh or lattic\$4) with sampl\$4)) same (object or polygon\$4 or shape or primitiv\$4)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:37
L57	3	((((radiance\$4 with transfer\$4) with accumulat\$4) same (sampl\$4 with point)).clm.	USPAT; UPAD	OR	ON	2011/02/21 12:37
L58	29	(345/426).CCLS.	UPAD	OR	OFF	2011/02/21 12:37
L59	0	((((radiance\$4 with transfer\$4) with accumulat\$4) same (sampl\$4 with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:37
L60	0	((((radiance\$4 near3 transfer\$4) with direct\$4) with ((accumulat\$4) with direct\$4 with sample with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:37
L61	0	((((radiance\$4 near3 transfer\$4) with direct\$4) with ((accumulat\$4) with direct\$4 with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:37
L62	0	((((radiance\$4 with transfer\$4) with coefficient\$4) with ((set or group or collect\$4 or gather\$4) with sampl\$4 with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:38
L63	0	((((radiance\$4 with transfer\$4) with iterat\$4 with (direction)) same (sampl\$4 with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:38
L64	0	((((radiance\$4 with transfer\$4) with (direction)) same (sampl\$4 with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:38
L65	0	position with (point or pixel or voxel) with texture with (map or mapped or mapping or mapp\$4).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:38
L66	0	position with (point or pixel or voxel) with texture with (map or mapped or mapping or mapp\$4).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:38
L67	0	((graphics with (hardware or process\$4)) or "GPU") same ((radiance\$4 with transfer\$4) with (summat\$4 or accumulat\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:38
L68	0	((graphics with (hardware or process\$4)) or "GPU") same ((radiance\$4 with transfer\$4) with (summat\$4 or accumulat\$4 or add or sum or iterat\$4) with direction with (point or vertic\$4 or vertex)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:39
L69	0	((radiance\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) with (surfac\$4 or mesh or lattic\$4) with sampl\$4) same (object or polygon\$4 or shape or primitiv\$4)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:39
L70	0	((radiance\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) with (surfac\$4 or mesh or lattic\$4) with sampl\$4) same (object or polygon\$4 or shape or primitiv\$4)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:39

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L71	0	((radianc\$4 with transfer\$4) same ((point or vertic\$4 or vertex\$4) same ((surfac\$4 or mesh or lattic\$4) with sampl\$4)) same (object or polygon\$4 or shape or primitiv\$4)). clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:39
L72	0	((radianc\$4 with transfer\$4) with accumul\$4) same (sampl\$4 with point)).clm. and 58	USPAT; UPAD	OR	ON	2011/02/21 12:39